

## ABSTRACT

A display method is provided which can let a player continue a game without fatigue or boredom. In the display method, a moving image Gt1 is projection displayed on a predetermined area in the game portion of a game machine from the rear thereof, and a still image Gb1 is projection displayed on the game portion 21a outside the predetermined area from the rear thereof. The projection displays are presented in such a way that the size of the predetermined area for displaying the moving image Gt1, the position of the predetermined area and the number of such predetermined areas are set as parameters, and at least one of the parameters is altered at a predetermined time during the display of the moving image Gt1 and the still image Gb1.